

FIG. 1

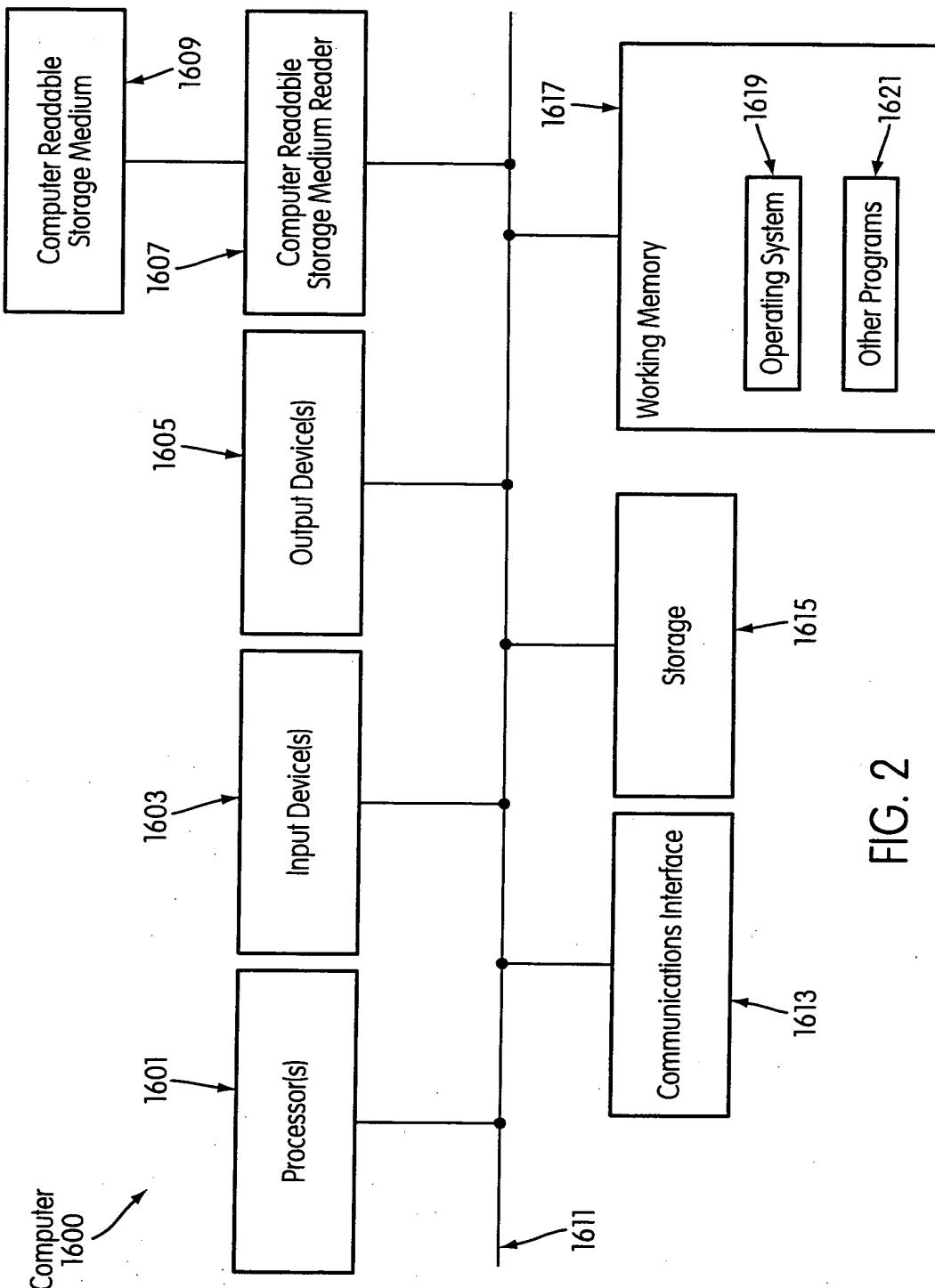


FIG. 2

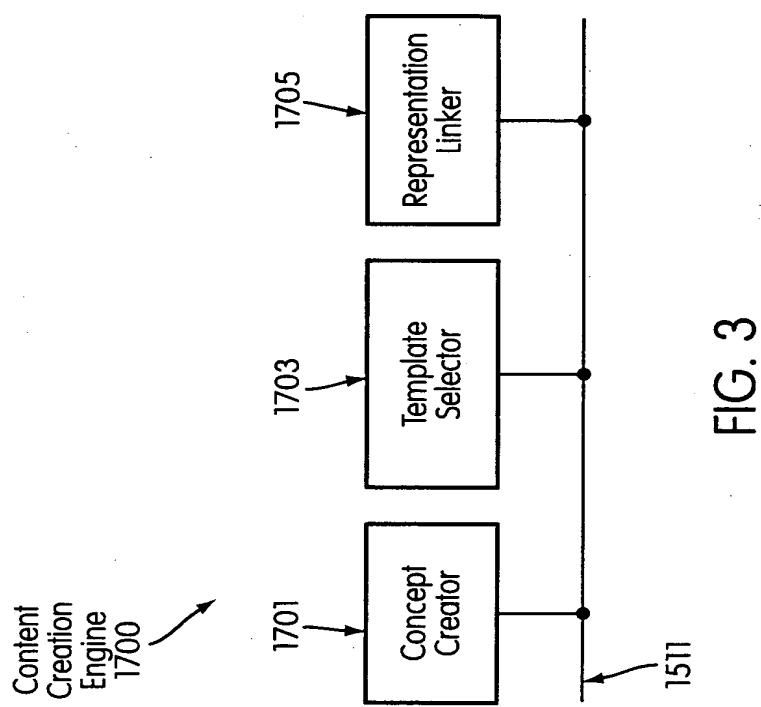


FIG. 3

<b>Topic</b>	
Phases of the Moon	
<b>ID</b>	
007755	
<b>Name</b>	
Phase of the Moon Calendar Model	
<b>Task Question</b>	
What are the relative positions of the Earth, the Sun and the Moon for the following phases of the moon: full, half waning, new, and half waxing?	
<b>Task Process</b>	
Choose a date on the calendar which shows one of the phases of the moon and then show relative positions of the Earth, Sun and Moon when the moon is in that phase	
<b>Concept</b>	
Sun	
Earth	
Moon	
<b>Variable Attributes</b>	
(x,y,t)	
(x,y,t)	
(x,y,t)	

FIG. 4

Template ID	
00345	
Name	
2-D Position Modeling Template	
Description	
A palette of 2-20 images or animations is on the left side of the screen, the student moves any number of these images to the right modeling area to create positional relationships.	
Device Types	Variable Attributes
Image	(x,y)
Animation	(x,y)
Output description	
The (x,y) position of each of the images by concept name	
Output Data Format	
<pre>{     "template": {         "name": "2-D Position Modeling Template",         "ID": 00345     },     "devices": {         "&lt;concept1&gt;": {             "position" =(x,y)         },         "&lt;concept2&gt;": {             "position" =(x,y)         },         ....         "&lt;conceptN&gt;": {             "position" =(x,y)         }     } }</pre>	

FIG. 5

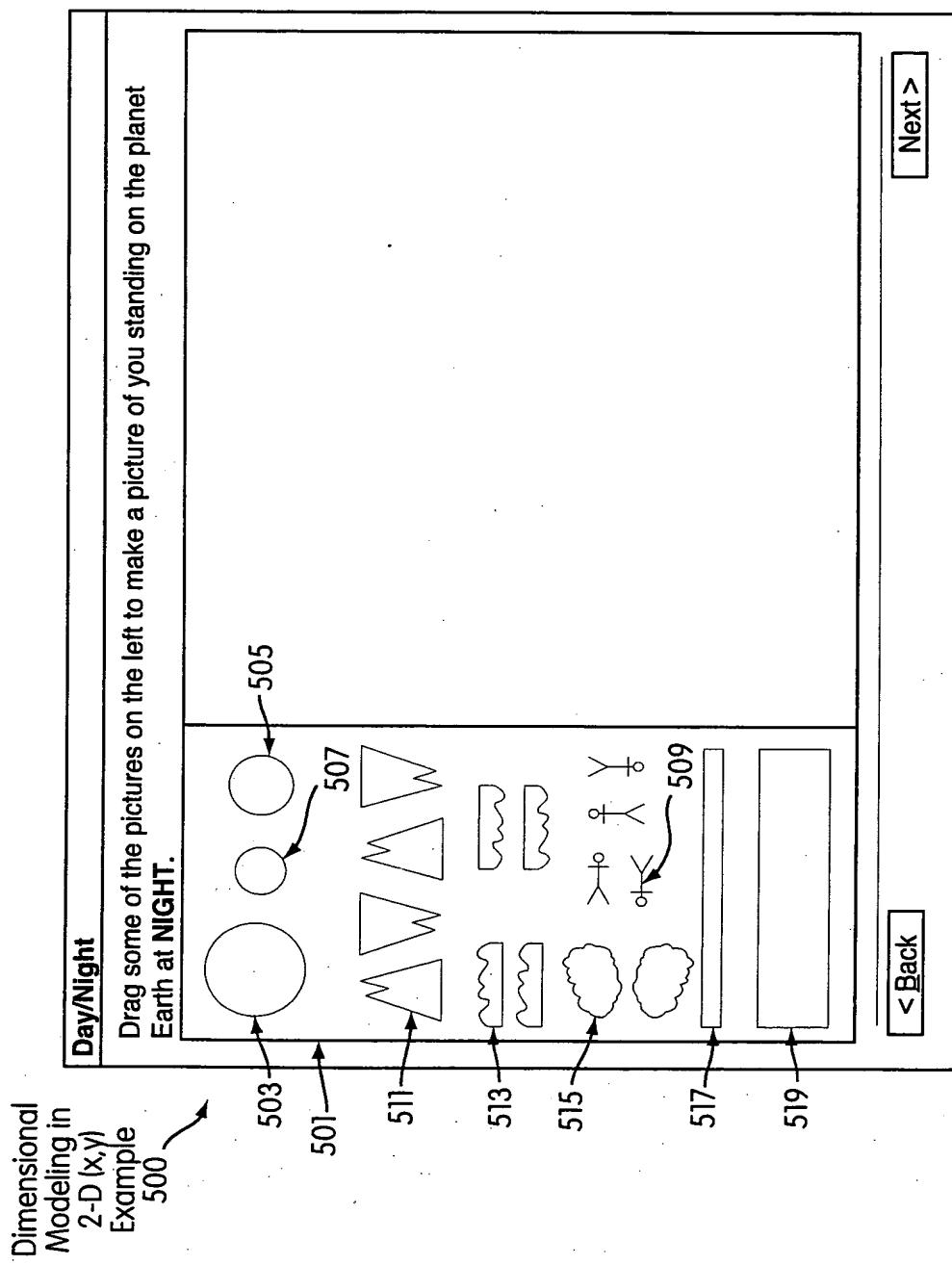


FIG. 6

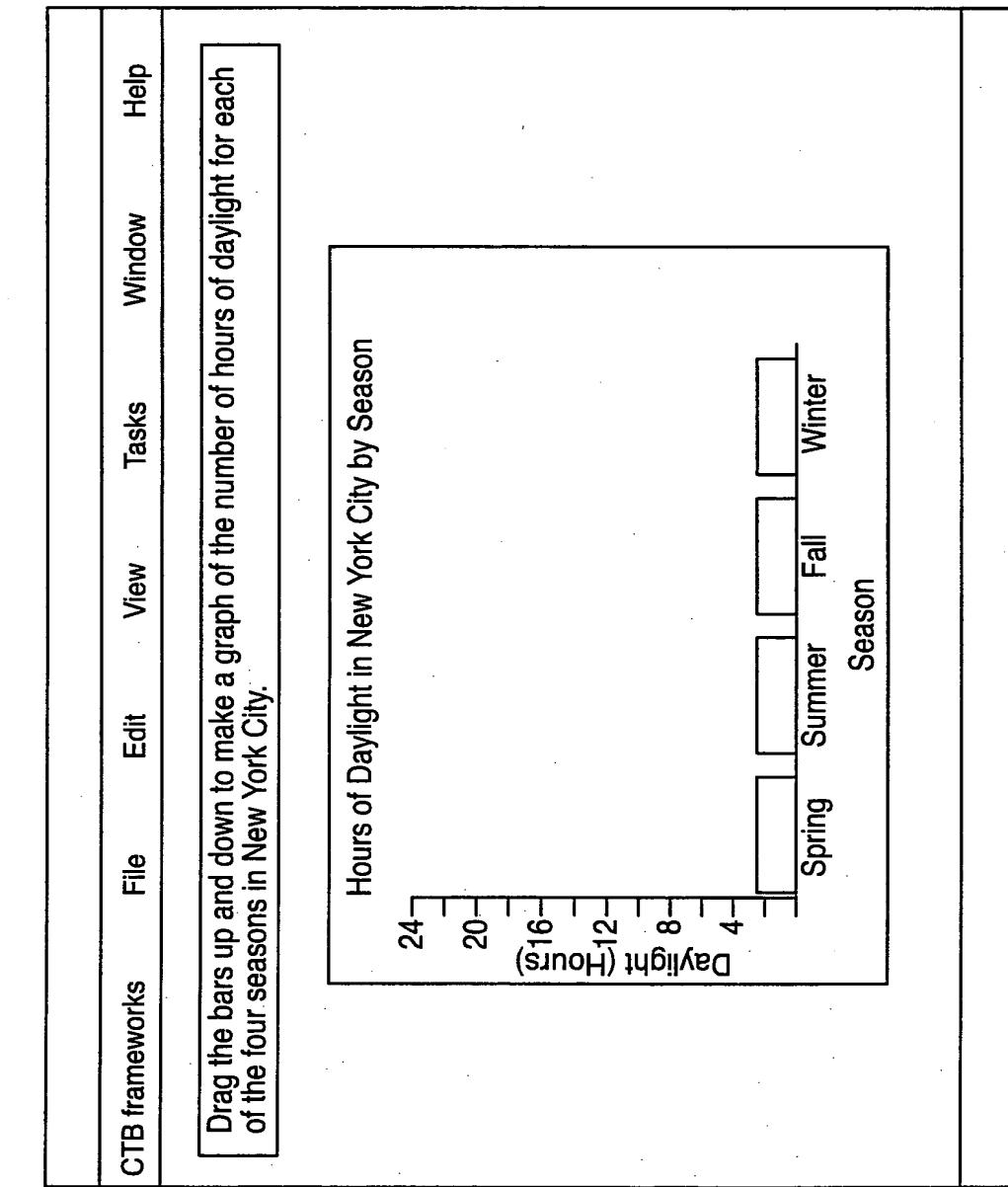
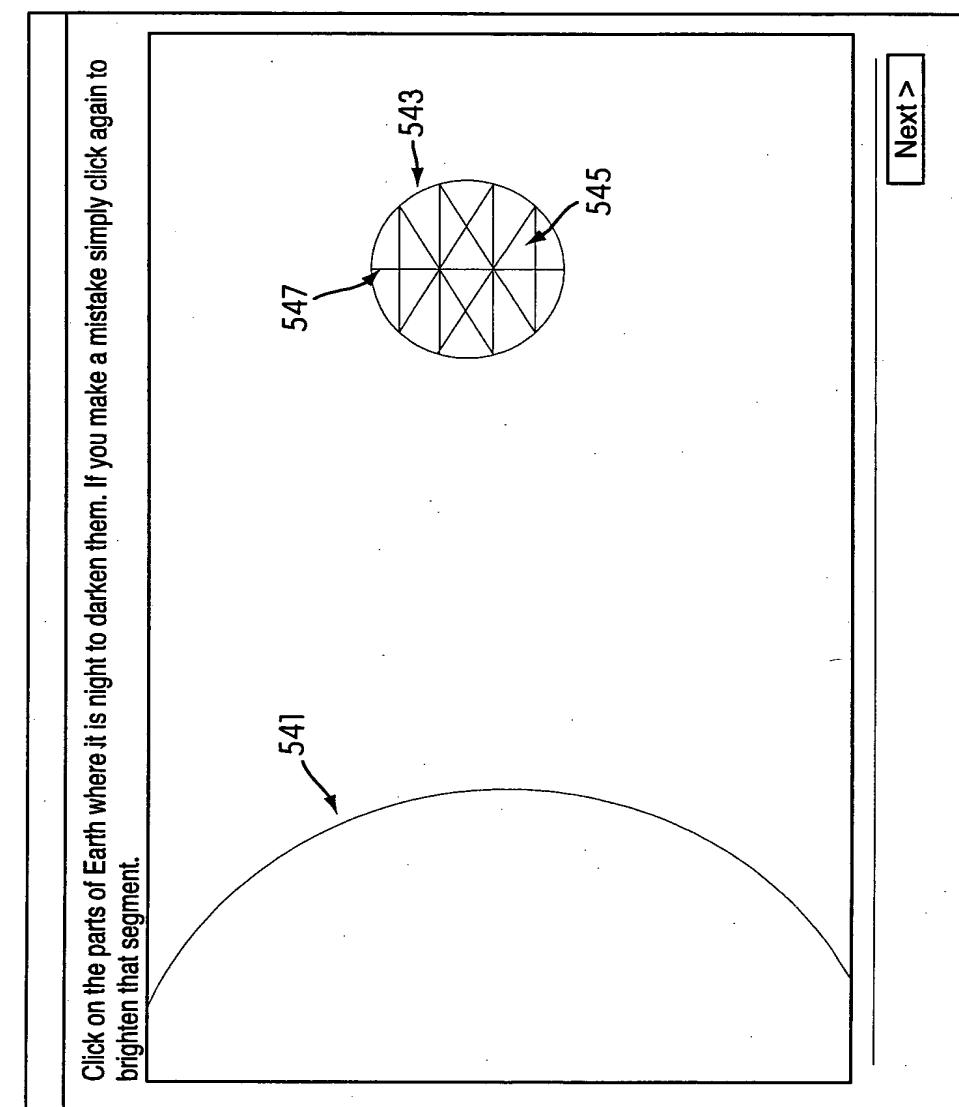


FIG. 7a



Dimensional  
Modeling for  
variation by  
color  
Example  
540

FIG. 7b

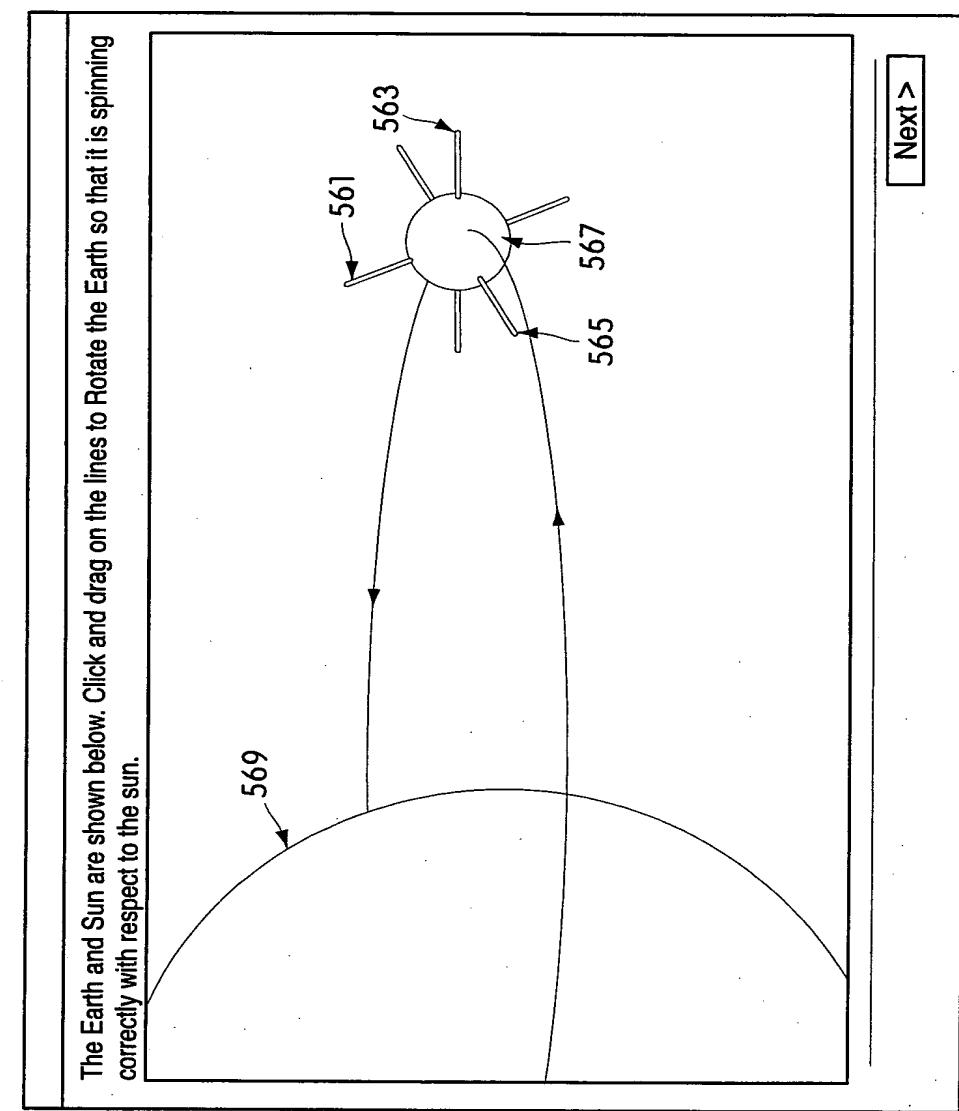
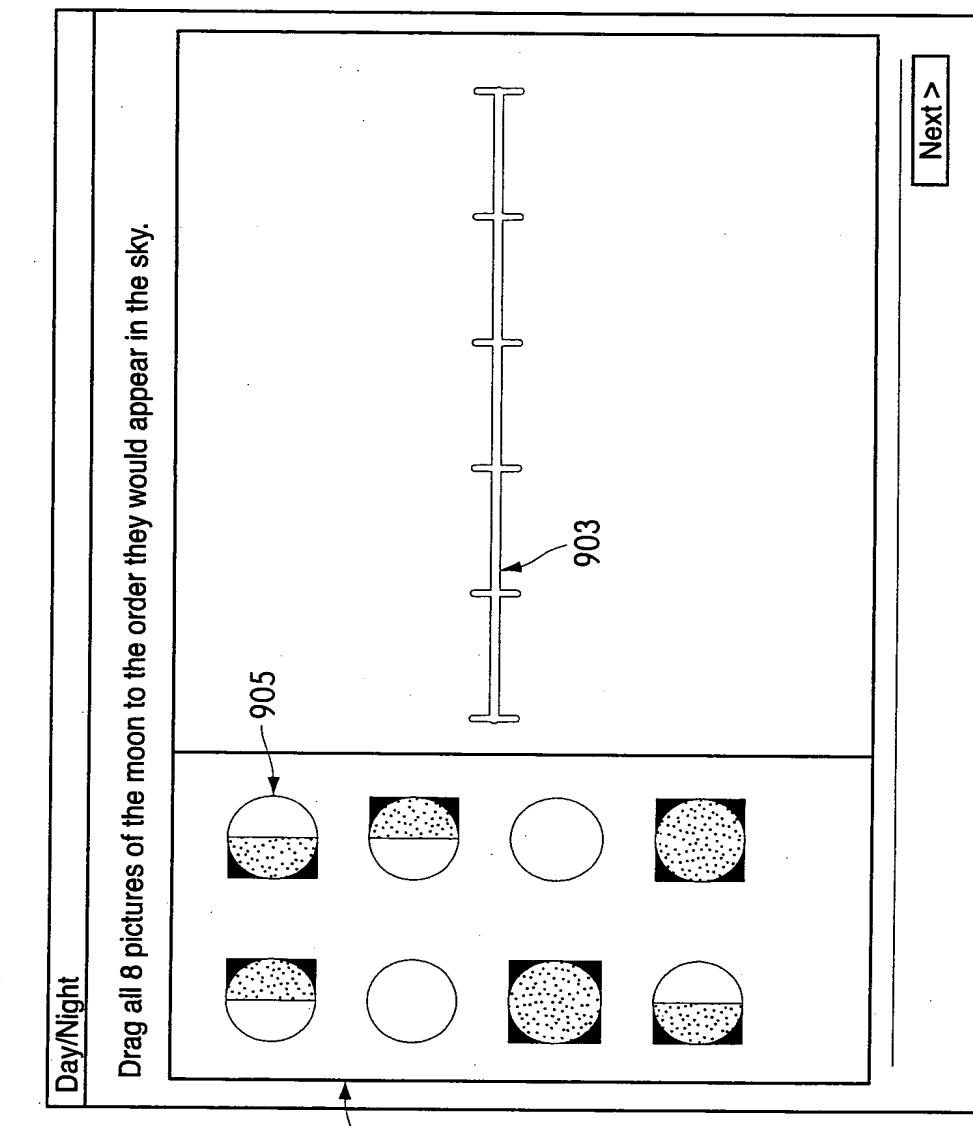


FIG. 7C

Dimensional  
Modeling for  
variation by  
orientation  
Example  
560



Dimensional  
Modeling in  
1-D (t)  
Example  
900

FIG. 7d

Dimensional  
Modeling in  
2-D (x,y)  
Example  
Response 1  
530

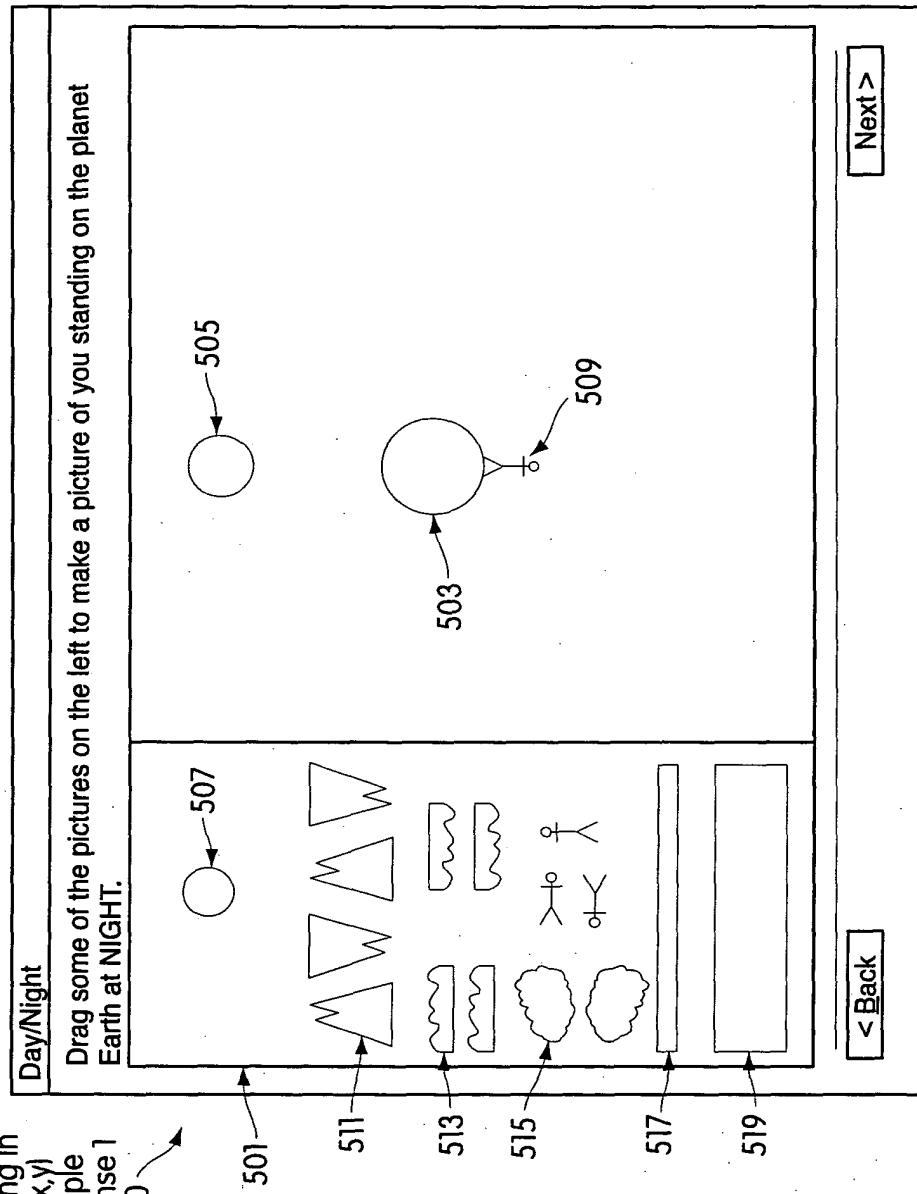


FIG. 8

Dimensional  
Modeling in  
2-D (x,y)  
Example  
Response 2  
540

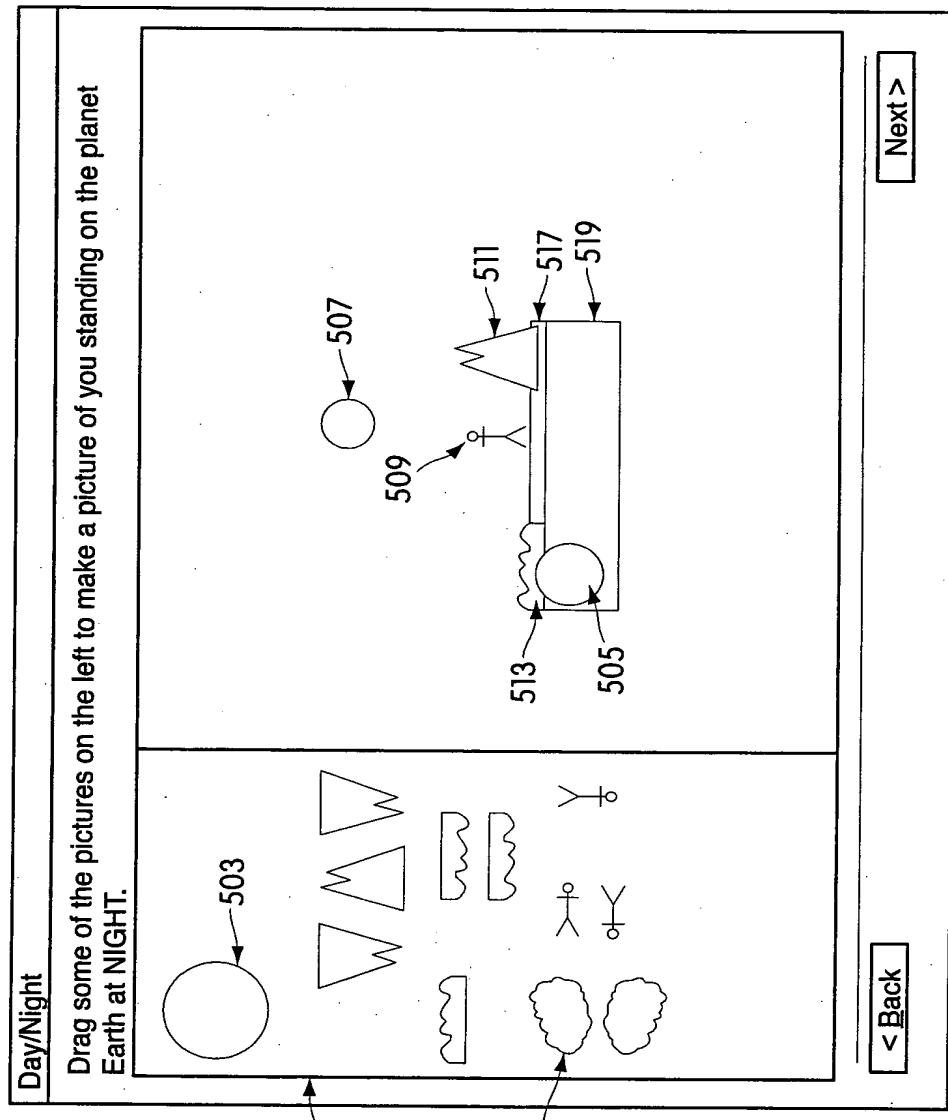


FIG. 9

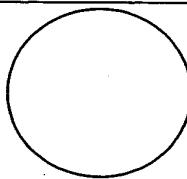
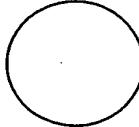
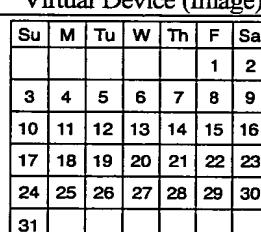
Concept	Devices	
	3-D (x,y,t) computer based template	3-D (x,y,t) manual administration
Sun	Virtual Device (Image) 	Physical Device (Ball) Large size yellow rubber ball
Earth	Virtual Device (Image) 	Physical Device (Ball) Medium size blue plastic ball
Moon	Virtual Device (Image) 	Physical Device (Ball) Small size white ping-pong ball
Time	Virtual Device (Image) 	Physical Device (Calendar) Braille/Regular calendar (depending on need)
Full Moon	Virtual Device (Image) 	Physical Device (Voice) "The moon when it appears to be bright and circular"
Half Waning Moon	Virtual Device (Image) 	Physical Device (Voice) "The moon when it appears the right side of a circle"
New Moon	Virtual Device (Image) 	Physical Device (Voice) "The moon when it appears to be completely dark"
Half Waxing Moon	Virtual Device (Image) 	Physical Device (Voice) "The moon when it appears to the left side of a circle"

FIG. 10

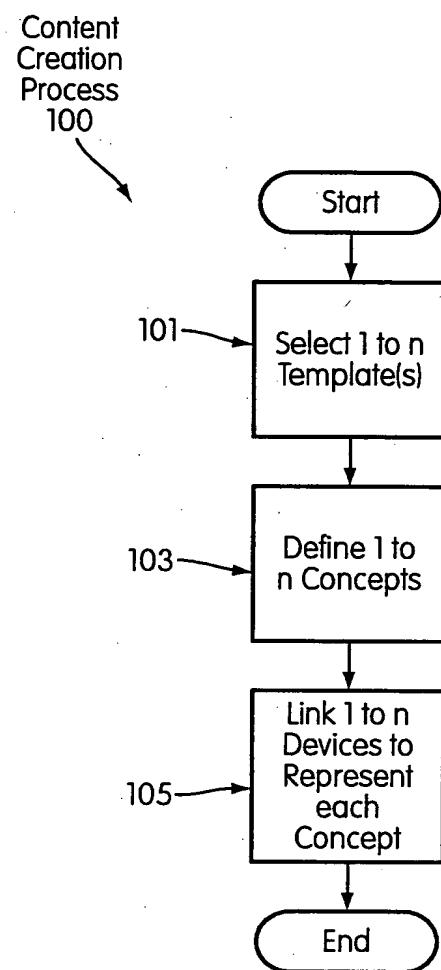


FIG. 11

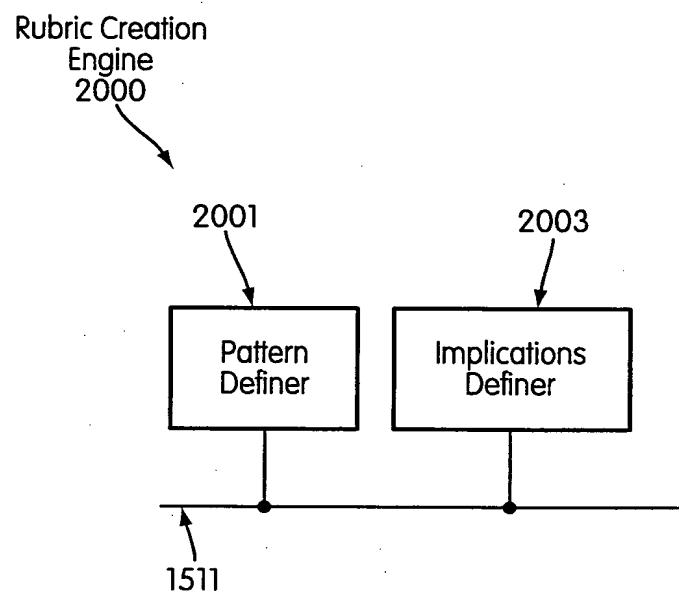


FIG. 12

RELATIONSHIP	Formal Definition	
	2-Dimensional Model (x,y)	3-Dimensional Model (x,y)
<A> Above <B>	$A_{MinX} > B_{MaxX}$	$A_{MinZ} > B_{MaxZ}$
<A> Below <B>	$A_{MinX} < B_{MaxX}$	$A_{MinZ} < B_{MaxZ}$
<A> and <B> are on opposite sides of <C>	$\text{magnitude}(AC + BC) < \text{magnitude}(AC)$ or $\text{magnitude}(AC + BC) < \text{magnitude}(BC)$ (AC is defined as the vector between the center of device A and the center of device C, similarly BC is defined as the vector between the center of device B and the center of device C)	$\text{magnitude}(AC + BC) < \text{magnitude}(AC)$ or $\text{magnitude}(AC + BC) < \text{magnitude}(BC)$ (AC is defined as the vector between the center of device A and the center of device C, similarly BC is defined as the vector between the center of device B and the center of device C)
<A> and <B> are on the same sides of <C>	$\text{magnitude}(AC + BC) > \text{magnitude}(AC)$ or $\text{magnitude}(AC + BC) > \text{magnitude}(BC)$ (AC is defined as the vector between the center of device A and the center of device C, similarly BC is defined as the vector between the center of device B and the center of device C)	$\text{magnitude}(AC + BC) > \text{magnitude}(AC)$ or $\text{magnitude}(AC + BC) > \text{magnitude}(BC)$ (AC is defined as the vector between the center of device A and the center of device C, similarly BC is defined as the vector between the center of device B and the center of device C)
<A> Touching <B>	There is some point within the area covered by device A ( $A_x, A_y$ ) such that ( $A_x \pm 5$ pixels, $A_y \pm 5$ pixels) is within the area covered by device B	There is some point within the volume occupied by device A ( $A_x, A_y, A_z$ ) such that ( $A_x \pm 5\%$ of the maximum distance in x direction, $A_y \pm 5\%$ of the maximum distance in y direction, $A_z \pm 5\%$ of the maximum distance in z direction) is within the volume occupied by device B
<A> Inside <B>	$A_{MaxX} < B_{MaxX}$ and $A_{MinX} > B_{MinX}$ and $A_{MaxY} < B_{MaxY}$ and $A_{MinY} > B_{MinY}$	$A_{MaxX} < B_{MaxX}$ and $A_{MinX} > B_{MinX}$ and $A_{MaxY} < B_{MaxY}$ and $A_{MinY} > B_{MinY}$ and $A_{MaxZ} < B_{MaxZ}$ and $A_{MinZ} > B_{MinZ}$
<A> Bigger than <B>	The area covered by device A is greater than the area covered by Device B	The volume occupied by device A is greater than the volume occupied by device B
<A> Smaller than <B>	The area covered by device A is smaller than the area covered by Device B	The volume occupied by device A is smaller than the volume occupied by device B
<A> Taller than <B>	$A_{MaxY} - A_{MinY} > B_{MaxY} - B_{MinY}$	$A_{MaxZ} - A_{MinZ} > B_{MaxZ} - B_{MinZ}$
<A> Shorter than <B>	$A_{MaxY} - A_{MinY} < B_{MaxY} - B_{MinY}$	$A_{MaxZ} - A_{MinZ} < B_{MaxZ} - B_{MinZ}$
<A> Greater than <B>	$A_{value} > B_{value}$	$A_{value} > B_{value}$
<A> Less than <B>	$A_{value} < B_{value}$	$A_{value} < B_{value}$
<A> Darker than <B>	$A_{red} + A_{green} + A_{blue} < B_{red} + B_{green} + B_{blue}$ (where $X_{color}$ indicates the RGB values for the color)	$A_{red} + A_{green} + A_{blue} < B_{red} + B_{green} + B_{blue}$ (where $X_{color}$ indicates the RGB values for the color)
<A> Lighter than <B>	$A_{red} + A_{green} + A_{blue} > B_{red} + B_{green} + B_{blue}$ (where $X_{color}$ indicates the RGB values for the color)	$A_{red} + A_{green} + A_{blue} > B_{red} + B_{green} + B_{blue}$ (where $X_{color}$ indicates the RGB values for the color)
<A> Same color as <B>	$A_{red} = B_{red}$ and $A_{green} = B_{green}$ and $A_{blue} = B_{blue}$	$A_{red} = B_{red}$ and $A_{green} = B_{green}$ and $A_{blue} = B_{blue}$
<A> Same size as <B>	$A_{MaxY} - A_{MinY} = B_{MaxY} - B_{MinY} \pm 5\%$ of $B_{MaxY} - B_{MinY}$ and $A_{MaxX} - A_{MinX} = B_{MaxX} - B_{MinX} \pm 5\%$ of $B_{MaxX} - B_{MinX}$	$A_{MaxY} - A_{MinY} = B_{MaxY} - B_{MinY} \pm 5\%$ of $B_{MaxY} - B_{MinY}$ and $A_{MaxX} - A_{MinX} = B_{MaxX} - B_{MinX} \pm 5\%$ of $B_{MaxX} - B_{MinX}$ and $A_{MaxZ} - A_{MinZ} = B_{MaxZ} - B_{MinZ} \pm 5\%$ of $B_{MaxZ} - B_{MinZ}$
<A> Same length as <B>	The longest dimension of A is greater than the longest dimension of B	The longest dimension of A is greater than the longest dimension of B
<A> Same intensity as <B>	For the HSB values of the devices, the Brightness of A is greater than the brightness of B	For the HSB values of the devices, the Brightness of A is greater than the brightness of B

FIG. 13

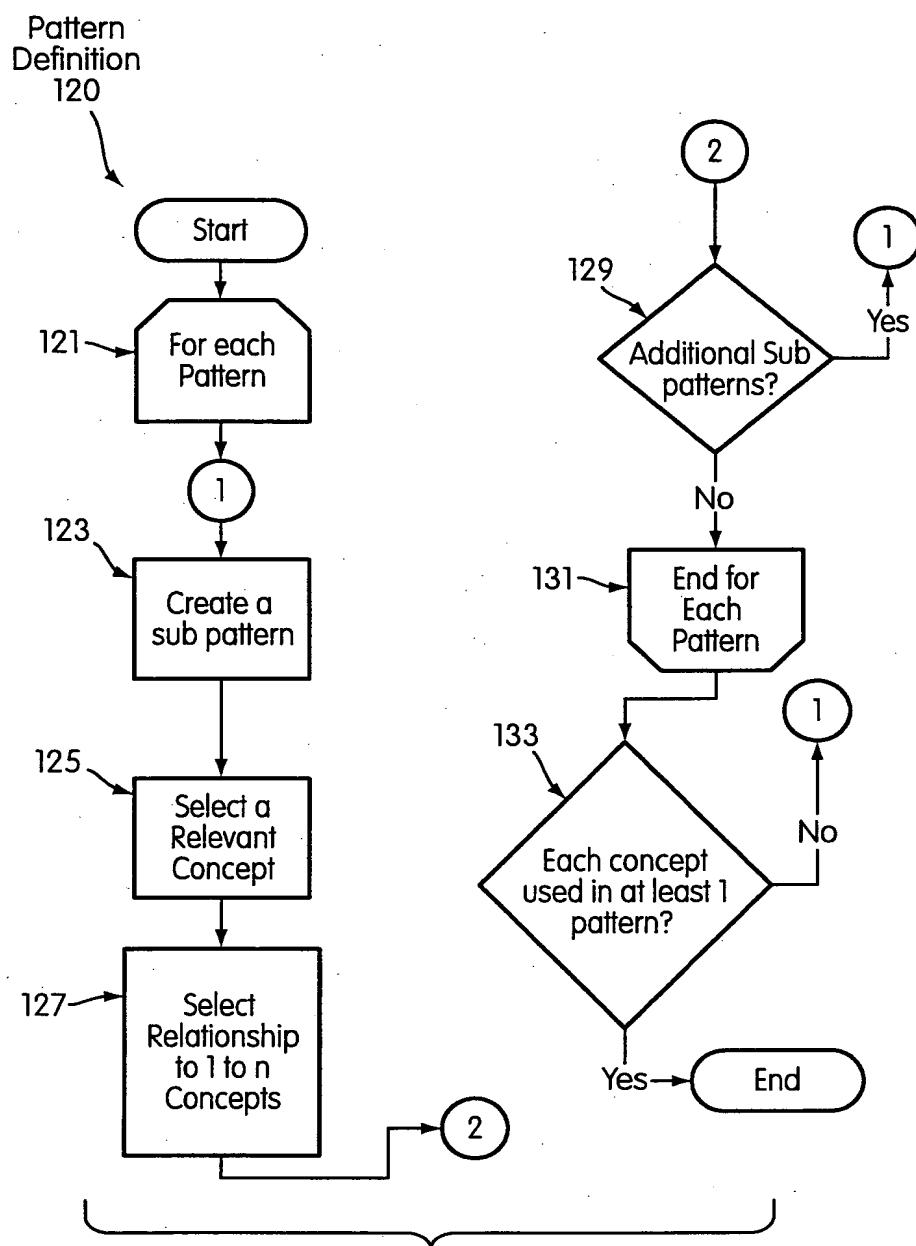


FIG. 14

Pattern	Sub Patterns	Implication Type	Implication Value
"Night"	"Person" and "Sun" on the opposite sides of "Earth"	"score"	3
		"reward"	(image="goldstar.jpg", sound="hurray.au")
		"correct"	1
		"knowledge"	{("sun is on the opposite side of earth at night", 0.95), ("sunlight makes daylight", 0.99)}
		"navigation"	ItemID=88921
"Moon makes Night"	"Person" and "Moon" on the same side of "Earth"	"score"	0
		"reward"	(sound="goodtry.au")
		"correct"	0
		"knowledge"	{("sun is on the opposite side of earth at night", -0.95)}
		"navigation"	ItemID=12346
"Sun goes into Flat Earth"	"Flat Earth" used	"score"	1
		"reward"	(sound="oops.au")
		"correct"	0
		"knowledge"	{("sun is on the other side of earth at night", -0.99), ("the earth is shaped like a ball", -0.50)}
		"navigation"	ItemID=07685

FIG. 15

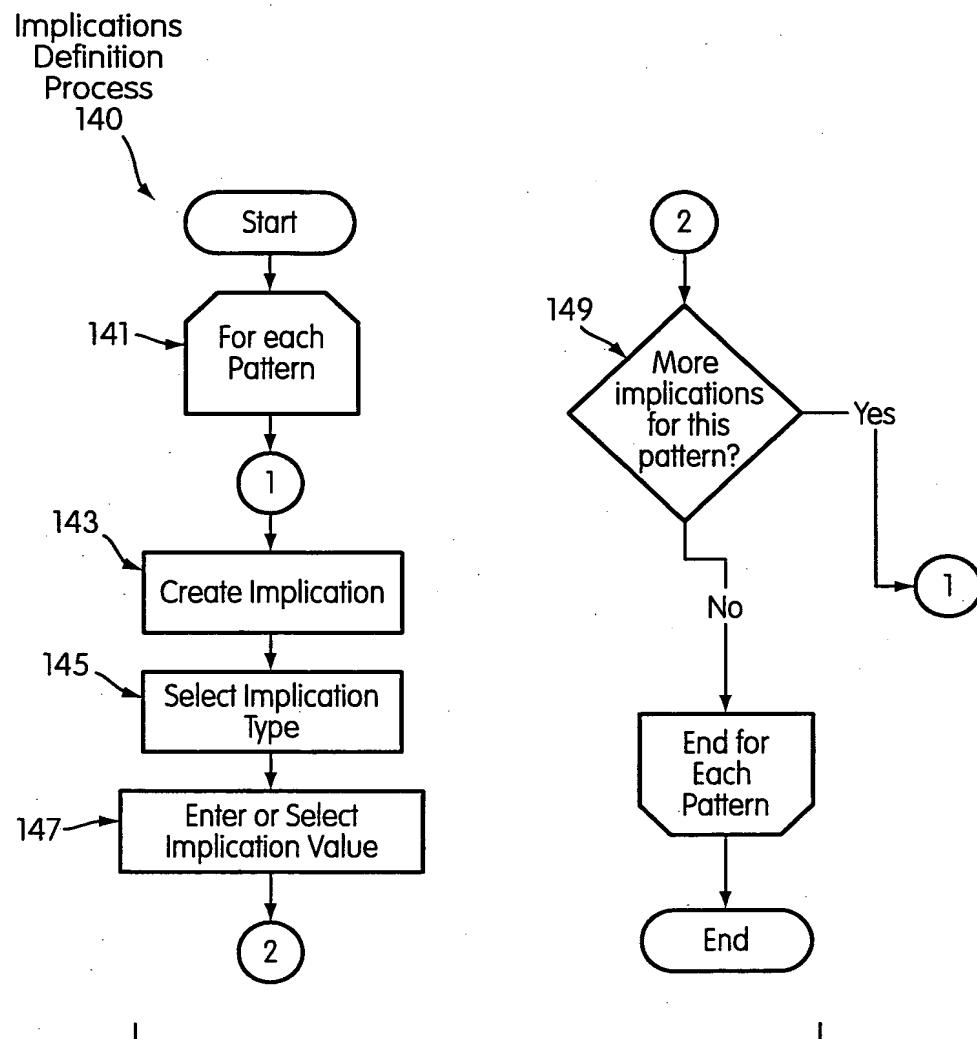


FIG. 16

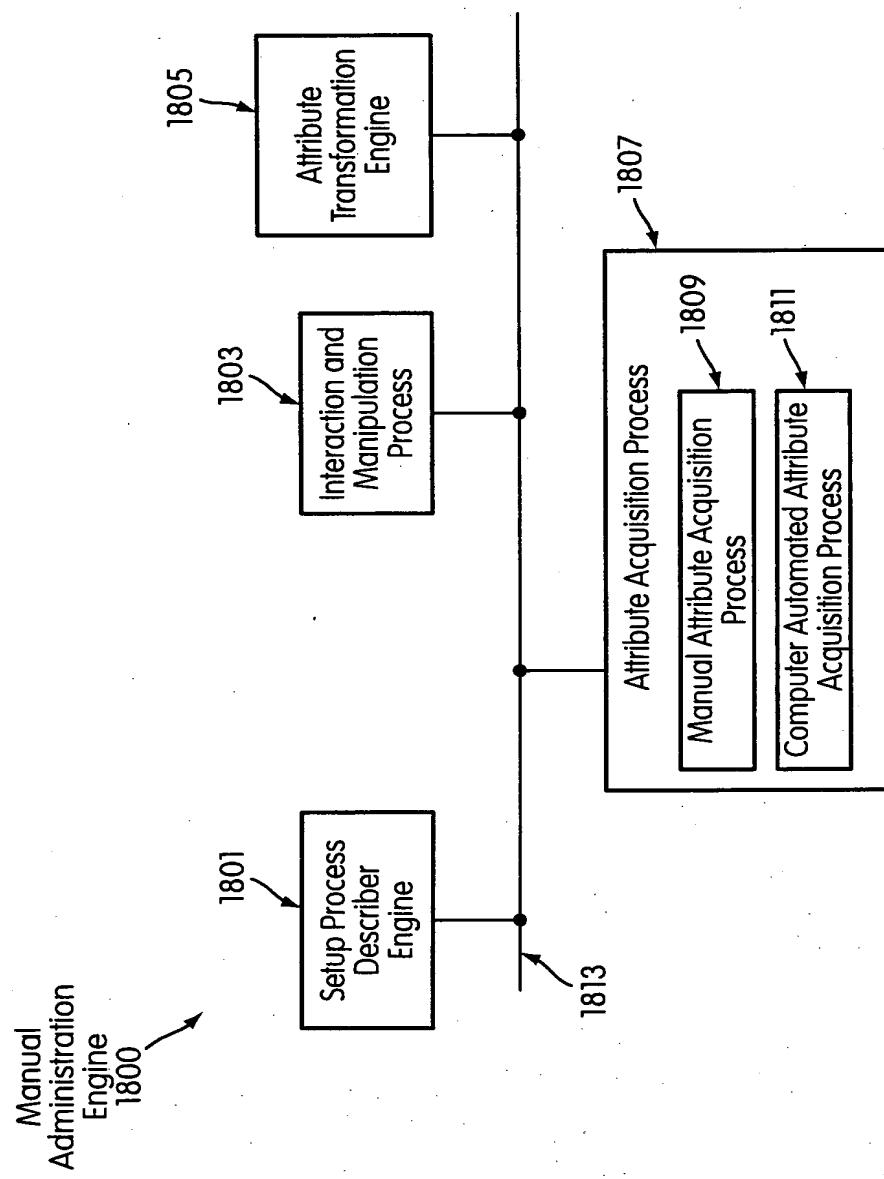


FIG. 17

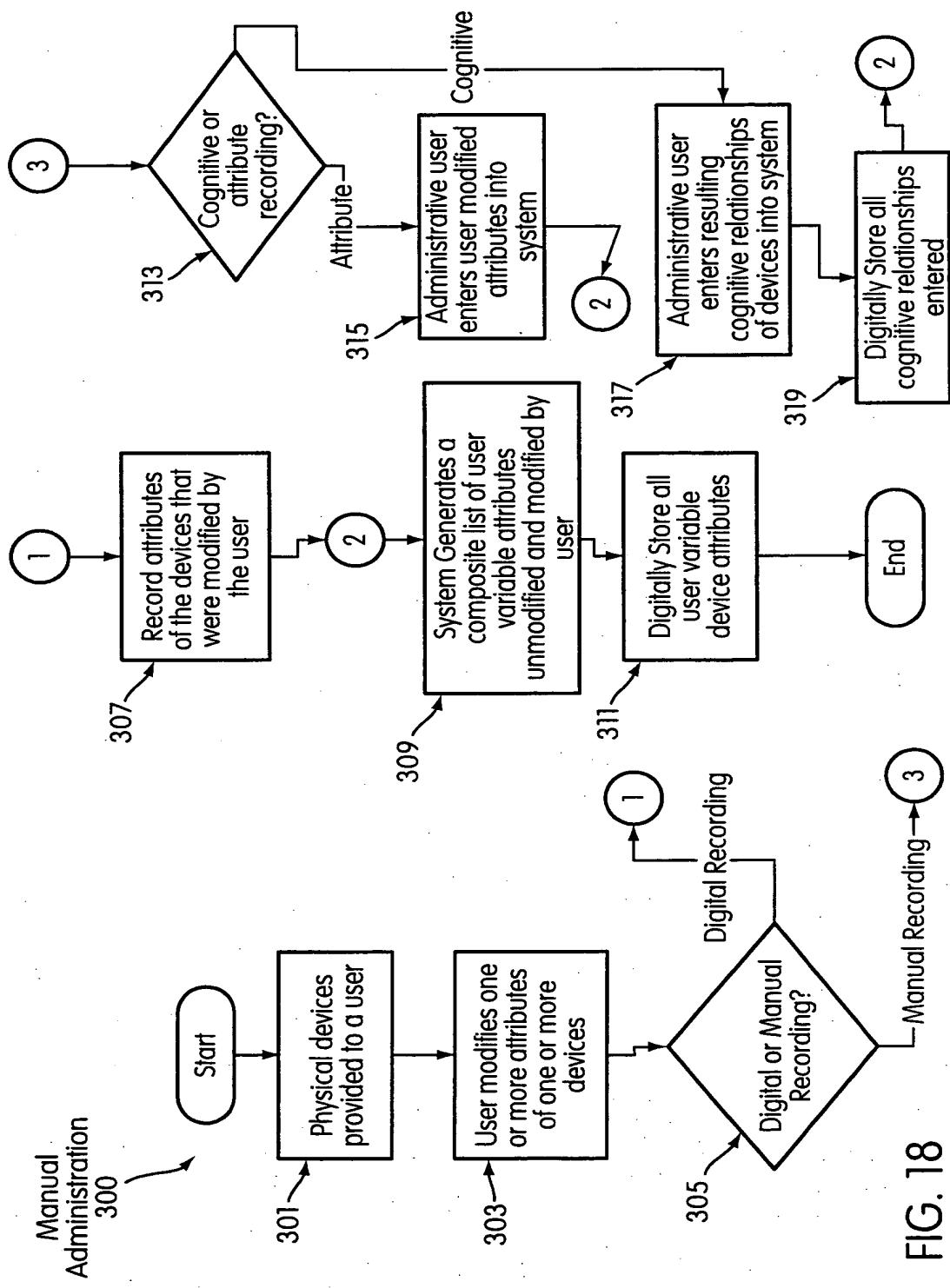


FIG. 18

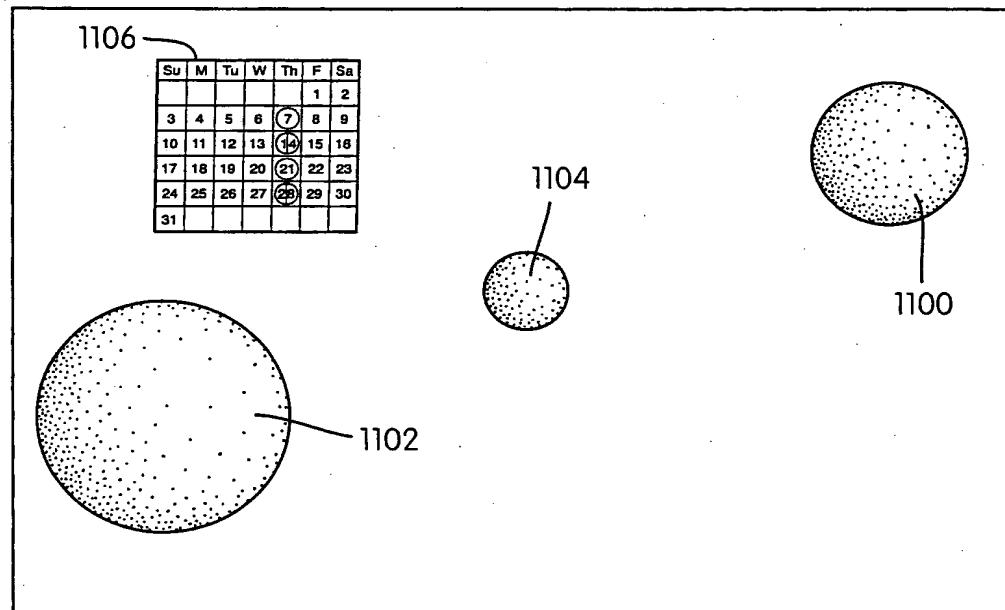


FIG. 19a

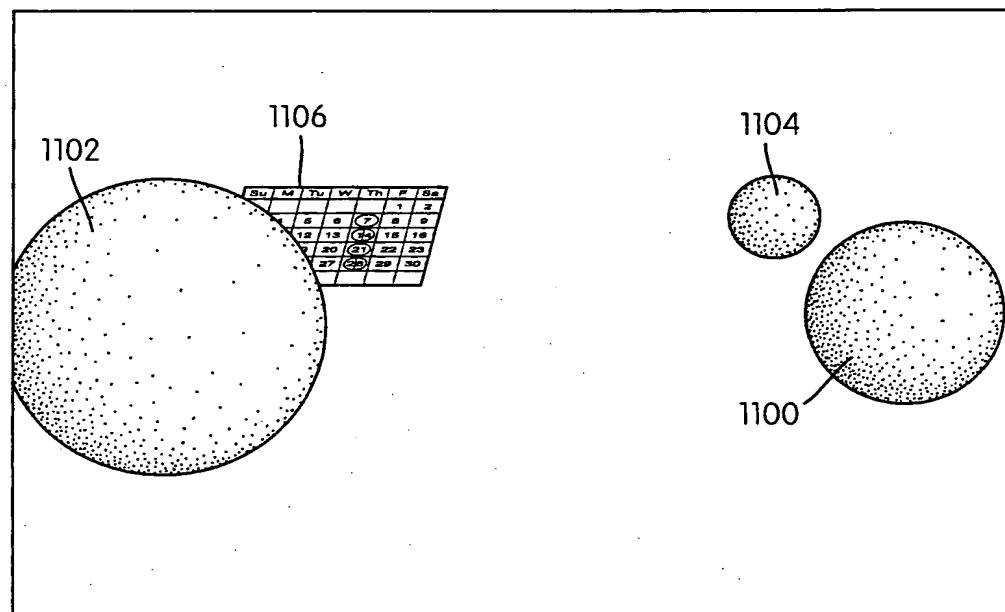


FIG. 19b

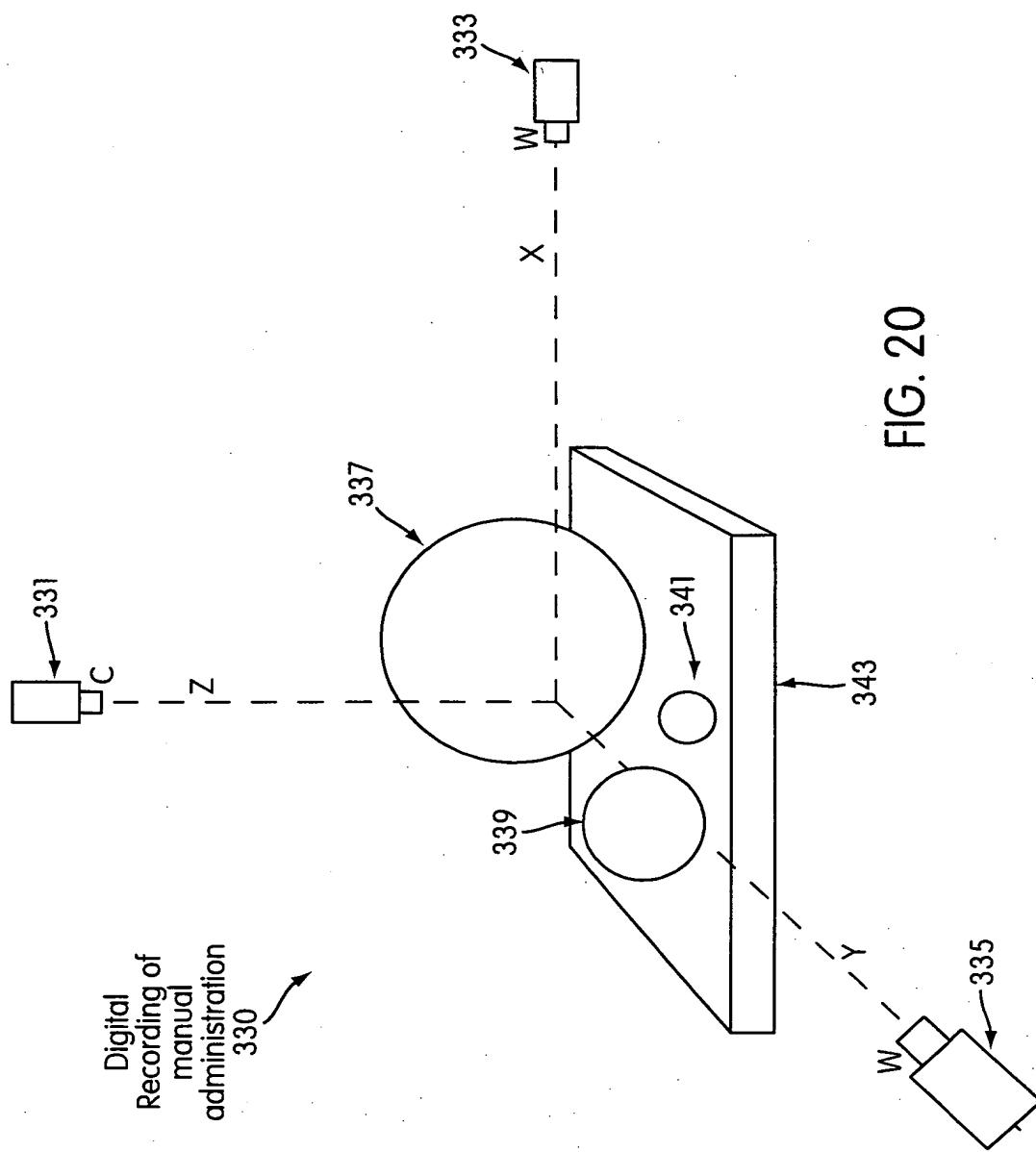


FIG. 20

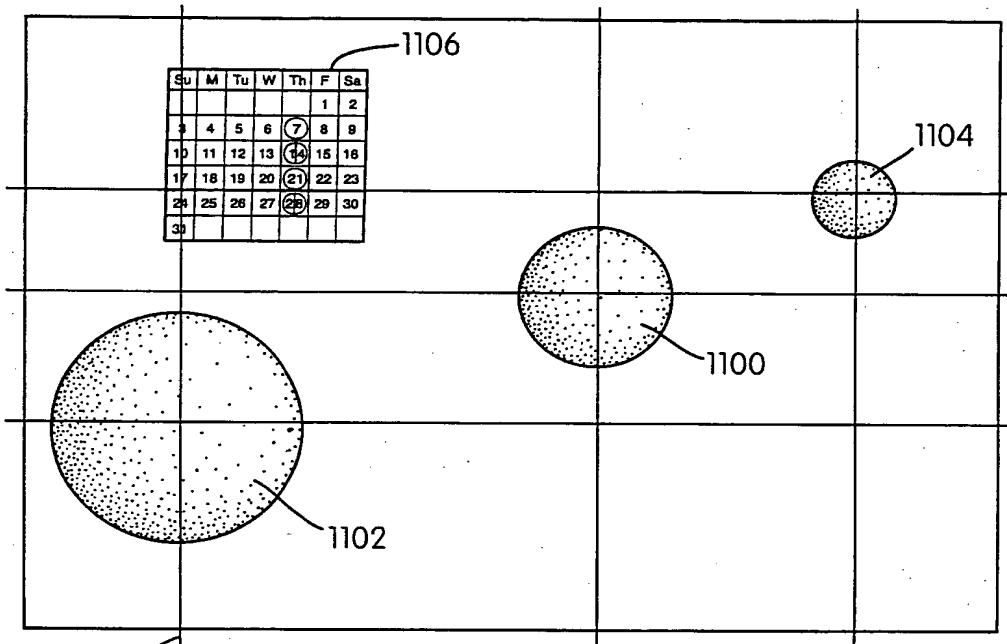


FIG. 21a

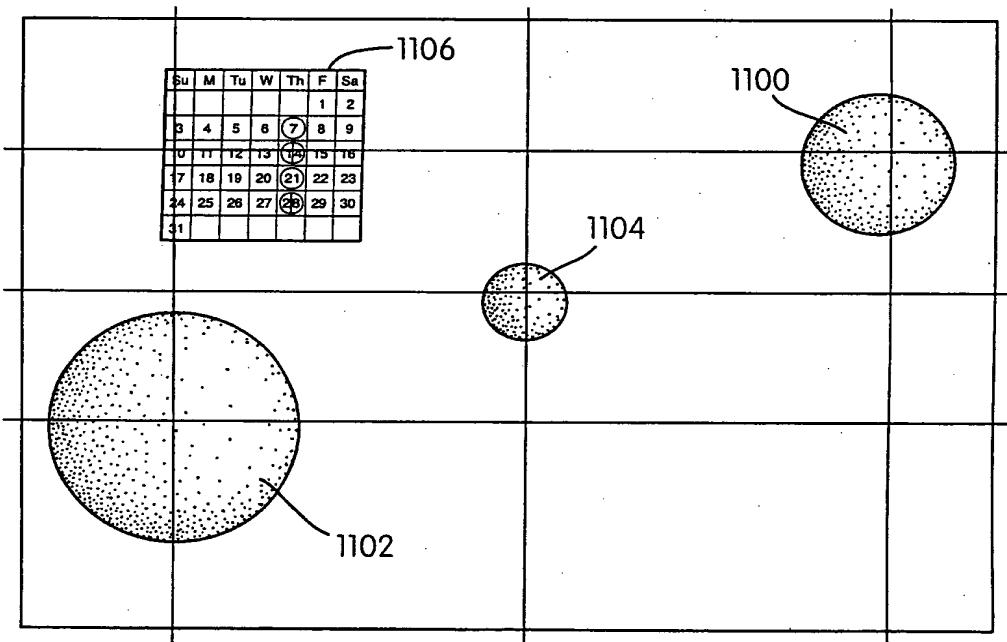


FIG. 21b

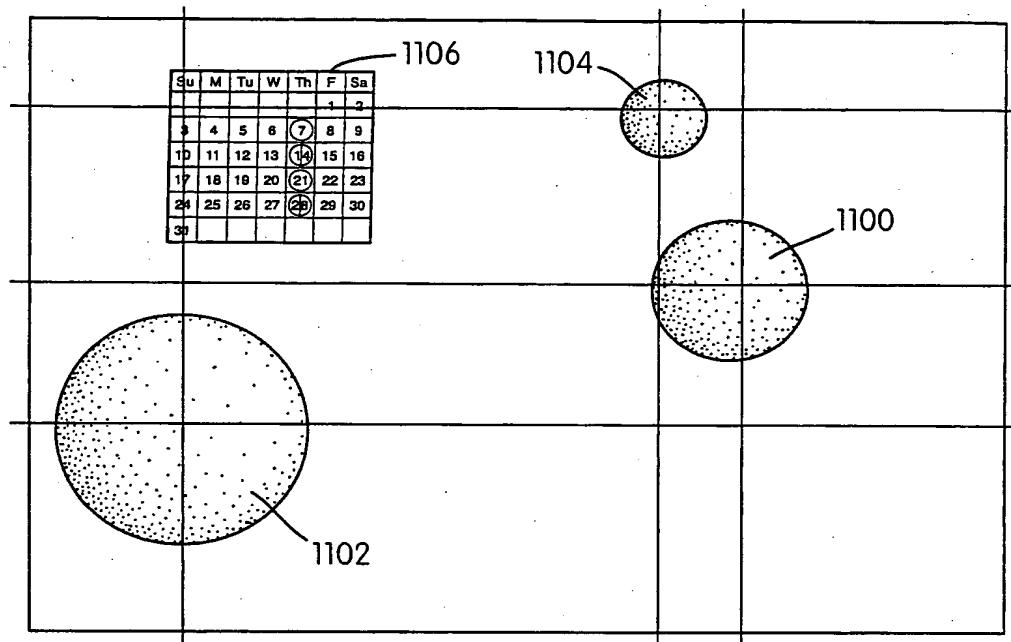


FIG. 21c

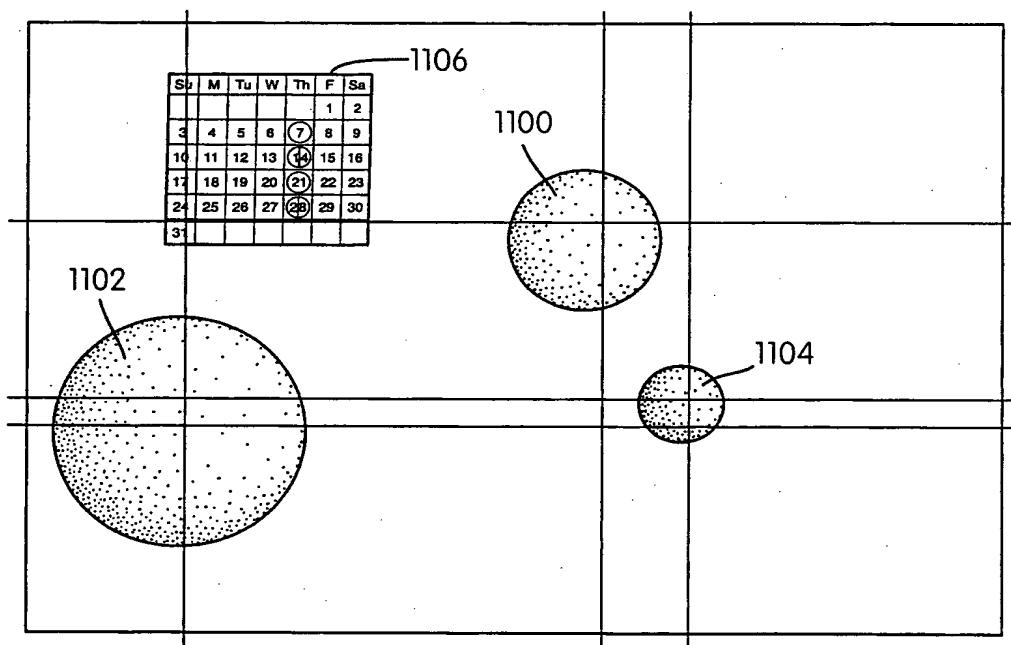


FIG. 21d

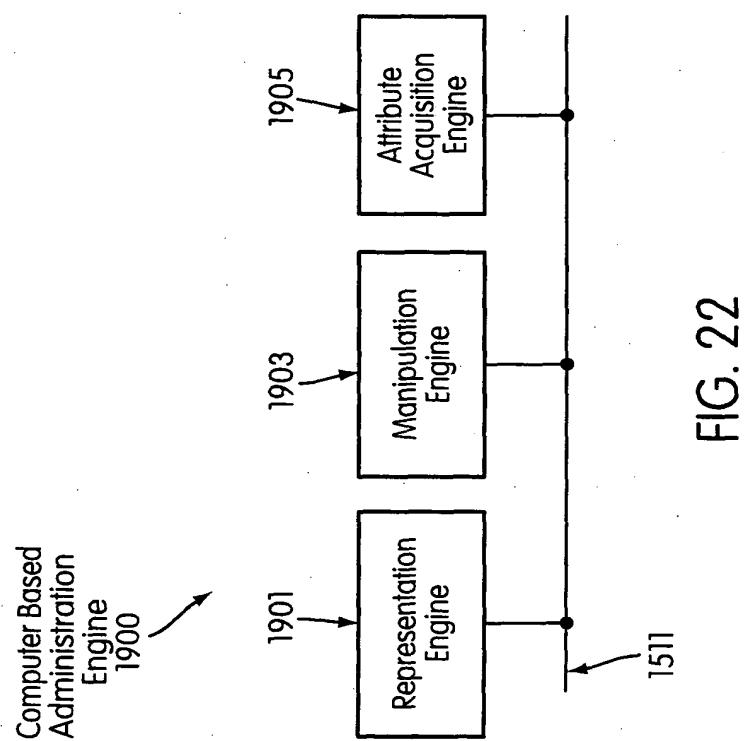


FIG. 22

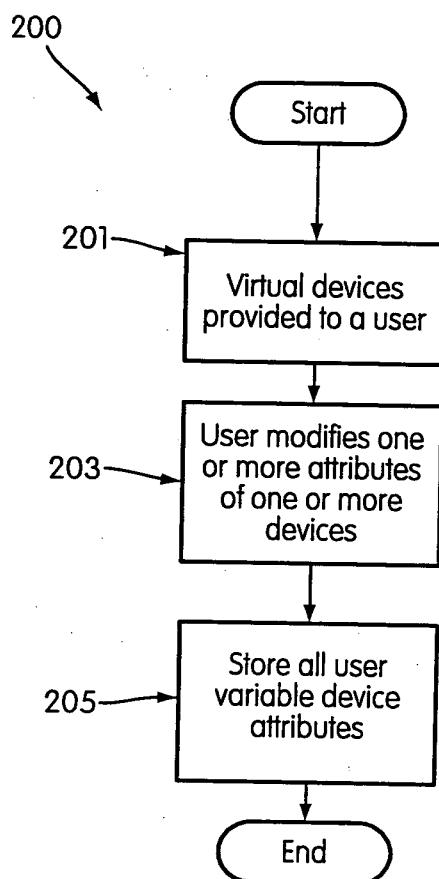


FIG. 23

On the left below is a calendar with phases of the Moon. On the right is a model of the Earth, Sun and Moon. Click on each of the circled days in the calendar and drag the Moon, Sun and/or Earth to show how changes in their position cause the Moon to change phases.

Su	M	Tu	W	Th	F	Sa
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

Drawing for the  ? phase of the moon

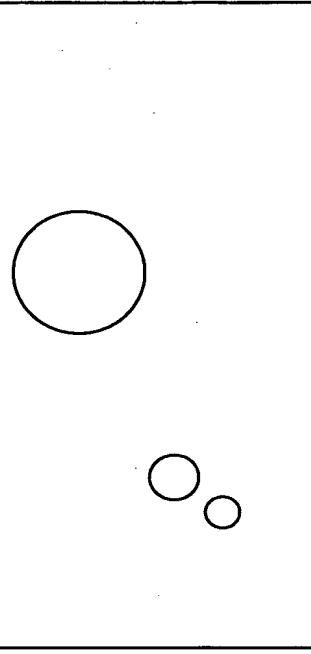


FIG. 24

```
{  
  "template" = {  
    "name" : "2-D Position Modeling Template",  
    "ID" : 00345  
  },  
  "item" = {  
    "name" : "Phase of the Moon Calendar Model",  
    "ID" : 007755  
  },  
  "devices" = {  
    "Sun": {  
      [(30,100,7),(30,100,14),(30,100,21),(30,100,28)]  
    },  
    "Earth": {  
      [(71,203,7),(71,203,14),(71,203,21),(71,210,28)]  
    },  
    "Moon": {  
      [(93,132,7),(170,58,14),(120,274,21),(93,254,28)]  
    }  
  }  
}
```

FIG. 25

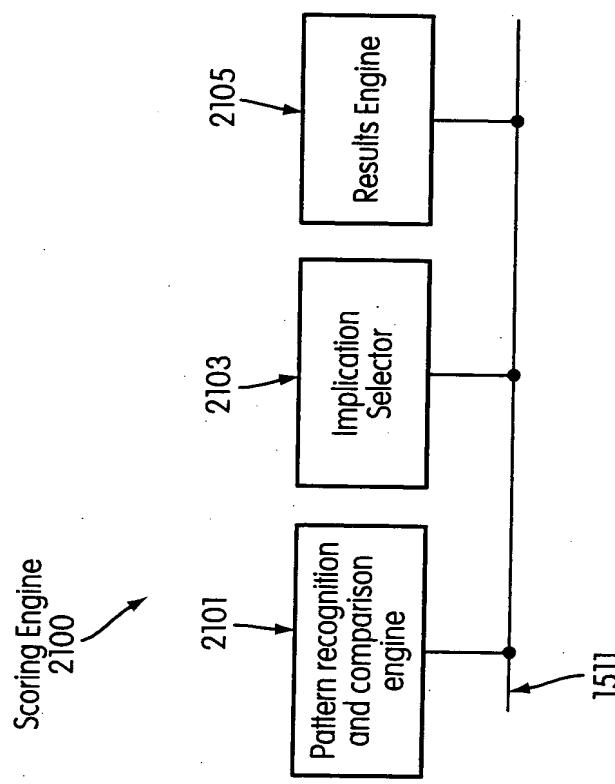


FIG. 26

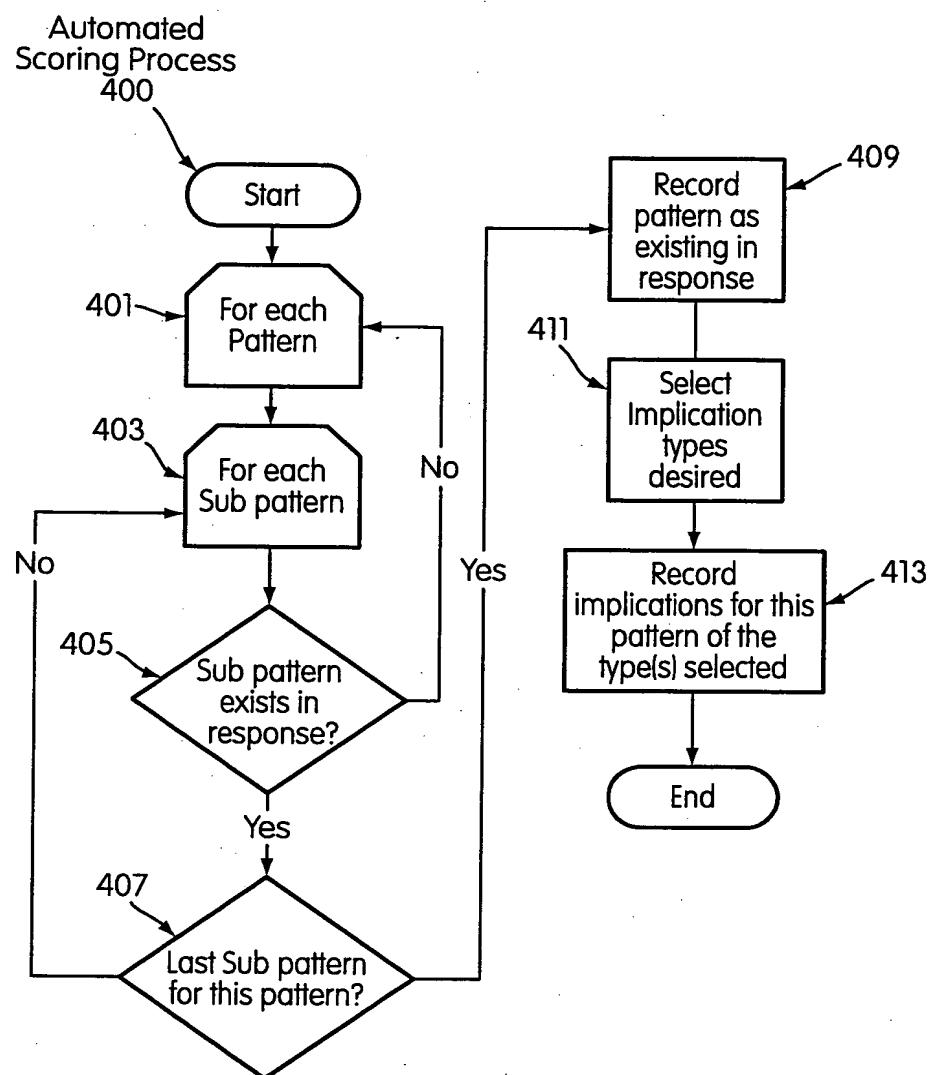


FIG. 27